

# VIRTUE<sup>TM</sup> BINGO

For 2 to 6 Players Ages 5 and up

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## WARNING:

CHOKING HAZARD - Small parts. Not for children under 3 years.

## CONTENTS

- 6 Virtue Bingo Boards
- 1 Virtue Bingo Spinner
- 100 Chips

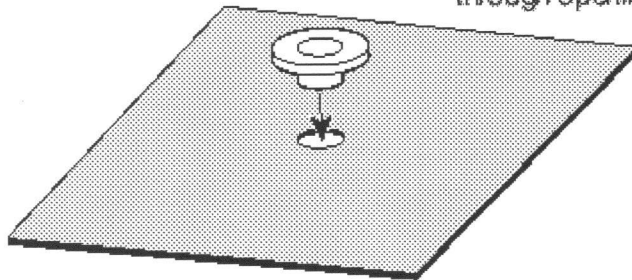
## OBJECT

To be the first player to place five chips in a row either across or diagonally on your Virtue Bingo board. The first player to do this shouts "*Virtue Bingo*" and wins the game.

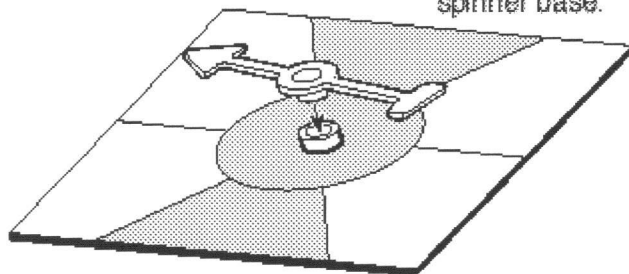
## THE FIRST TIME YOU PLAY

1. Carefully punch out the Bingo boards from the cardboard sheets.
2. Punch out all the chips from the cardboard sheets. (Set aside extra cardboard from boards and chips to be recycled.)
3. Gently push the knob on the base of the spinner arrow through the hole in the center of the spinner board as shown to the right. Now attach the arrow by snapping it into the base.

a) Bottom of Virtue Bingo spinner shown. Punch out scrap and push spinner base firmly through opening.



b) Top of Virtue Bingo spinner shown. Attach spinner to spinner base.



## HOW TO PLAY

1. Each player takes one Virtue Bingo board.
2. The chips should be placed in a pile within an arm's reach of each player.

3. All players start the game by placing a chip on the "free space" in the center of their board.
4. The youngest player starts by spinning the spinner and calling out both the name of the character and the virtue which the arrow points to. Here are the possible virtues and their meanings:

**Friendship** - being a caring companion

**Honesty** - telling the truth to yourself and others

**Courage** - being brave when doing the right thing is hard

**Generosity** - being willing to give to or share with others

**Responsibility** - being dependable in fulfilling your duties

5. After the character and virtue have been called out, players look to see if they have an open space matching the called character and virtue.

- If the character that was called is under the virtue that was called on your board, take a chip from the pile and place it on that space.
- If you do not have both the called character under the called virtue, do nothing.
- If you already have a chip on that space, do not put another chip there.

## CREATIVE PLAY OPTION

After everyone has placed his or her chips, the player that just spun gives an example of how the selected character could use the selected virtue to accomplish something. For example, if you spun **Zach** and **Generosity**, you could share with the

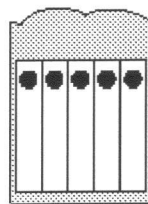
rest of the players how **Zach** spent some time after school and showed **Generosity** by helping a neighbor fix his broken mailbox. The next player to spin adds to the story: "Then **Plato** came along and showed his **Friendship** for **Zach** by stopping and helping with the work." This is a fun and creative way to play Virtue Bingo!

6. After everyone has placed his or her chips, a new player spins for the next turn.

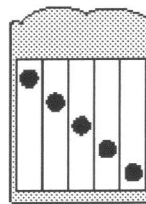
7. Play continues like this until a player covers five characters and virtues in a row either across or diagonally. The player who does this and shouts out "**Virtue Bingo!**" first is the winner.

## HOW TO WIN

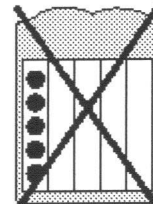
You can win by getting five chips in a row either across or diagonally. You do not have to use the center free chip to win. Getting five chips in a row in an up and down direction doesn't count because players must collect all five virtues of Friendship, Honesty, Courage, Generosity, and Responsibility to win. See examples below.



Winner!  
Across



Winner!  
Diagonally

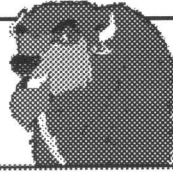


Not a Winner!  
Up and down

**Good luck and have fun!**

## Meet the characters from Adventures from The Book of Virtues!

**Plato** - He's as nice as he is big! This wise buffalo is always willing to lend a hand by telling a great story from his marvelous book!



**Annie** - She is a smart 10-year-old with a curiosity that won't quit. She loves Plato and the gang, and especially loves the great stories they share.

**Zach** - He is an adventurous 11-year-old who loves to hang out at Plato's Peak with his new friends. He can't get enough of the old stories and is often surprised how much they help him in his own life!



**Aristotle** - This prairie dog is a tunnel making machine! You never know when or where he's going to pop up with Plato's magical book. He's a bit of a practical joker, but that's what we love about him!

**Socrates** - He's the coolest bobcat you'll ever meet. Just don't tell him that! He is funny too, even when he's not trying to be. He loves it when Annie & Zach come to visit Plato's Peak.



**Aurora** - This is one special red-tailed hawk! She has a lot to teach us because she has flown all-over the world and has collected a bunch of great stories.

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